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WANTS YOU!

Disney PIXAR  
**MONSTERS, INC.**

SCREAM TEAM

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Disney PIXAR  
**MONSTERS, INC.**



**MAINTAINING YOUR MONSTER** Using your PlayStation®MONSTERS, INC. system is easy. In very small amounts of time, you may experience certain damage when exposed to certain types of extreme lighting. Exposure to certain patterns of bright light can damage screen or static projection screens, including screen panels. Screen damage is covered by the limited warranty in these situations. Certain consumers may also experience diminished audio output, which occurs when it occurs at certain volumes or extreme bass. In either of these cases, however, consumers will have to follow PlayStation's terms of use to repair these items. For more information about these situations, refer to the following sections when playing a PlayStation® game: "Consumer Information," "Hardware," "Legal Information," "Customer Support," and "Warranty." PlayStation®MONSTERS, INC. is not liable for physical damage resulting from:

#### **WARNING TO OWNERS OF PROJECTION TELEVISIONS**

The television you purchased is covered by the "Consumer Information" section of the PlayStation®MONSTERS, INC. system's User Manual for use in your home. To receive the benefit of the 24-month limited warranty, you must refer to your PlayStation®MONSTERS, INC. User Manual.

#### **LAW AND PERFORMANCE PROBLEMS**

The law of software is performed and enforced by Sony Computer Entertainment America Inc. Before you can make any claim against us, Sony Computer Entertainment America Inc. reserves the right to require you to provide evidence of the problem you believe. Only official consumer complaints should be used to file a complaint against Sony Computer Entertainment America Inc.

#### **TRANSPORTING YOUR PLAYSTATION®MONSTERS, INC.**

- This disc is recorded on an optical disc (PlayStation®2 console) with the NTSC U.S. designation.
- Do not clean this disc with a cloth or tissue.
- Do not touch the disc surface or near the label or the center hole.
- Transport the disc in a protective case during extended play.
- Keep this disc away from direct sunlight or other source of heat.

## **Disney/Pixar's MONSTERS, INC. Tips and Hints**

### **PLAYSTATION®2 SYSTEM**

Not all PlayStation®2 systems are available.

**PlayStation®2** 1-800-HDR-8000 1-800-800-7448  
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**PlayStation®** 1-800-MY-PS2 1-800-888-7448  
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Automated service is available 24 hours a day, 7 days a week.

We sell the support parts produced by Sony Computer Entertainment America Inc. These parts are guaranteed by Sony Computer Entertainment America Inc. for 90 days after purchase or one year from the date of manufacture, whichever comes first. These parts are subject to certain limitations.

**Customer Service/Technical Support** 1-800-246-SONY 1-800-246-7669

Call this number for help with software support, installation, or general questions regarding the PlayStation®2 console and its accessories. PlayStation.com website: Monday-Friday, 8AM-8PM (PT); Saturday, 10AM-4:30PM PT.

**PlayStation®2 Online** [www.sony.com](http://www.sony.com)

Get news in-depth, hot tips, new releases, and find out what's happening — see new titles, new products and the latest information about the PlayStation®2 computer entertainment system.

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Sony Computer Entertainment America Inc. ("SCEA") warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees, for a period of ninety (90) days after the repair or replacement, or its option, the SCEA product. You must call 1-800-246-7669 for detailed instructions for returning your replacement software.

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**Sony Computer Entertainment America Inc.**

929 East Hillside Blvd., Foster City, CA 94404



PlayStation.2



*Disney Pixar*  
**MONSTERS, INC.**

**Get set to have a  
roaring good time as  
you scare your way  
across Monstropolis.  
Get Boo back to her**

world before the CDA catches up with you. It's a hair-raising comic adventure across monstrous puzzle-laden zones.

IT'S SCARE TIME!

**Featuring all the characters  
from Disney/Pixar's  
hit movie, Monsters, Inc.**

#### SPINE TINGLING ACTION!

It's non-stop action as you run, jump, body slam and slide your way past dozens of net-wielding megalomaniacs.

#### ENHANCED DATA

Go behind-the-scenes with a special "Makings of" featurette including a collection of Pixar artwork, sketches and **MORE** movie clips!



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# MONSTERS, INC.



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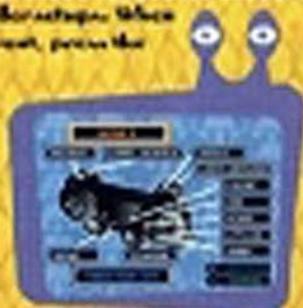
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## CONTROLLER

**Controller Setup** — Press the Directional button [←→↑↓] to select one of the controller settings. When you have the setup you want, press the **Ⓐ** button.

**Vibration Function** — Press the Directional button [**L**] to highlight VIBRATION and [**R**] to turn the vibration function ON/OFF.



**Center Screen**  
Press the Directional button to center the target image and press the **Ⓐ** button.

## EXTRAS

### Movie Clips

Come here to view year-round clips from Disney/Pixar's **MONSTERS, INC.**

Press the Directional

button [**←→↑↓**] to

select a movie clip and press the

**Ⓐ** button. You will receive clips by advancing levels as you progress through the game. Movie clips you have not yet seen are locked.



## SCARING MICE

When you find mice, scare them by pressing the **Ⓐ** button. When you scare the first mouse, the timer will begin ticking down. Scaring all five mice within the time limit is one part of earning a mouse clip, view on the Movie Viewer.



## CHALLENGES

When the Challenge icon appears on-screen, you must perform a task. The task will be described for you. The Challenge icon will appear over the Measuring Meter until you complete the challenge.

## LOOKING AROUND

- To view up, down and all around, press and hold the **EZ** button and press the Right analog stick.

- To view the camera around Sulley, press the Right analog stick.

- To quickly return the camera to behind Sulley, press the **L1** button.

- If you want to really get a view of everything, find a high vantage point.



## PLAYING THE GAME

Take Sulley throughout Monsters, Inc. You must save both Boo and Monsters, Inc. Most every other monster volunteers. Sulley and will help him. The only exception is Randall, who is jealous of Sulley's high career status and will do anything to sabotage his efforts.



### KEYS

You must find keys to open important doors. When you discover a door that needs a key, start looking around. When you find a key, it will be bouncing and spinning over the floor. You have to figure out how to grab it.

### MISSING SCREAM CANISTERS

Collect them to earn half of the Top Score Award. Win it and you are half-way to viewing a Bonus movie clip. Save the five monster aids for the second part of the movie.

### View Trailer

Check out the preview for Disney/Pixar's **MONSTERS, INC.**

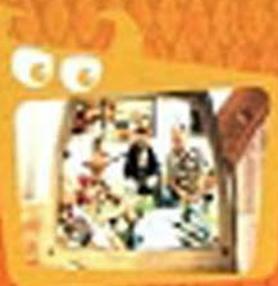


### Concept Art

Press the Directional button [←→↑↓] to view the art. Press the **□** button to close the window.

### Pixar Tour

Press the Directional button [←→↑↓] to select one of the tours and press the **□** button. Press the **□** button to stop watching a tour and return to the tour screen.



## MONSTER HEALTH METER

The Monster Health Meter is on the lower left side of the screen and shows Sulley's health levels. When Sulley gets hurt, one point disappears from this meter. If Sulley loses all five health points, he must retry the given challenge. To replenish the Monster Health Meter, find Treats or Health Icons.



## DISCARDED SCREAMS

Find as many of these as you can to help your spider bonus levels.



## TREATS

Being overly dangerous, work and Sulley can get hurt. To regain his strength Sulley needs Treats. Find these throughout the game.



## HEALTH ICON

Find one of these to restore Sulley to full health.



## BUTTON PROMPTS

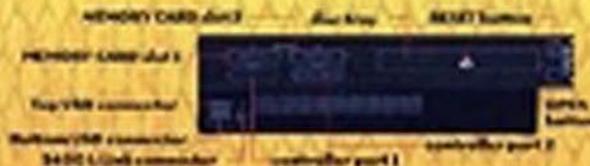
Button prompts help you know what button to press at certain times. When you draw close to something that requires a certain button press, the prompt will show which button you need to use.

## SETTING UP YOUR CONSOLE

Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the STANDBY/STANDBY button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Disney/Pixar's **MONSTERS, INC.** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach power controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



## MEMORY CARDS

To save games, settings, and programs, insert a MEMORY CARD (SMR) (See PlayStation® 2) into MEMORY CARD slot 2 of your PlayStation 2 computer entertainment system.

You can load saved game data from the same card or any MEMORY CARD containing previously saved games.

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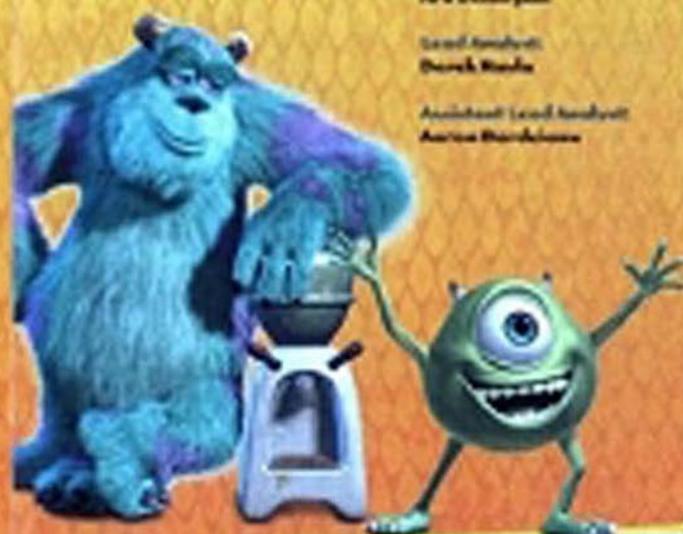
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## STARTING UP THE GAME

1. On the Title screen, press the START button.

2. On the Name Entry screen, name the file where Disney/Pixar's MONSTERS, INC. game data will be saved. Press the Directional button to highlight a letter or number and press the **X** button to enter it.

\* If you want to create an entry, press the **1** button.

\* To create a space, select the square icon and press the **X** button.

3. When you have the name the way you want, highlight ACCEPT and press the **X** button to create your file and continue to the Main Menu.

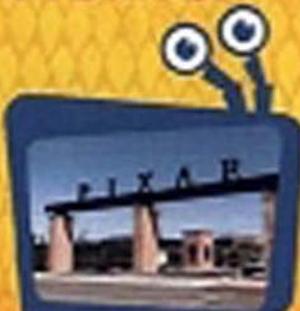


Note: You can press the **1** button and create many entries, but a new file will not be created until every named program will not be saved.

## DISNEY/PIXAR'S MONSTERS, INC. DVD IS LOADED WITH EXTRAS!



Meet the Millions:  
Director, Producers and  
Artists Who Created the  
Movie Monsters, Inc.



Take a Tour of Pixar Studios.



Be Sure to Come Back  
and See the Movie Clips  
You Have Wrote.



See Some Wild Early Ideas  
of How the Monsters, Inc.  
Characters Should Look.

To check out all the fun, select "EXTRAS" on the Main Menu  
and press the button.

### RANDALL

Randall wants to be Top Monster, so there is no way he'll ever like a monster to help Sully. That just won't let him try every trick he can to mess things up for Sully. Look out because Randall's here.



### MR. WATERNOOSE

Mr. Henry J. Waternoose is the CEO of Monsters, Incorporated. His family has presided over the corporation for many generations.

Mr. Waternoose is looking for ways to fix the current shortage that has been threatening the power supply in Monstropolis.



### BOO

She is a curious and friendly little girl from the human world who slips through her closet door to invade Monsters, Incorporated. She will spread panic throughout Monstropolis. There is only one monster who really remembers her and his name is Randall.



## THE MONSTERS

### SULLEY

Bonnie P. Sullivan is the top officer of Monsters, Incorporated. She's got the fortitude for...and sometimes hangs in a...well, sort of a...monster.



### MIKE

Mike Wazowski is Sulley's best friend and coach. He's a one-eyed monster with boundless energy and a heart of gold. If you have a question, keep an eye out for Mike and talk to him (X button) to get great, gameplay advice. We'll keep an eye out for you too.



## CONTROLS

### Menu Controls

- Pause game
- Select menu item
- Confirm menu selection
- Previous screen
- Next through sliding menu

- START button
- Directional button
- X button
- Y button
- Z button

### SULLEY CONTROLS

Note: The controls below are for Controller Setup #1. You can always change the controls on the Controller screen of the Options Menu.

Move	Left analog stick
Score	(Y) button
Jump	(X) button
Jump, grab and pull up	(Z) button + Left analog stick [↑]
Disney Dive Double Jump	(X) button + (Y) button on Disney Dives ONLY
Search with Tail Whip Attack	(A) button
Tail Attacks hot	(B) button
Pick object	(C) button
Hide & never here	D1 button
Sealise	D2 button
Get/Drop Box	M1 button + Left analog stick
Look around	(D) button
Move camera	R2 button (shoulder) + Right analog stick
Reset camera to behind Sulley	Right analog stick
	L2 button

## THE SECRET LIFE OF MONSTERS

As sleep falls across the world, children lie in bed just waiting for monsters to pop out through the closet doors and scare them silly. Monsters don't really want to scare little kids. They just need the screens.

Each child's screen is collected by Monsters, Incorporated, the biggest screen producing factory in Monstropolis. All of Monstropolis is powered by screen energy: every TV, every car, every light bulb.

Monsters, Incorporated has a file on every child and every closet door in the human world. Every night, doors are selected from a huge door vault and once Monsters, Incorporated Kid Scavengers sneak through closet doors and scare kids until they scream. Meanwhile, special screen extraction equipment captures every screen for processing. But Monstropolis is having a power shortage. These days, kids are harder to scare, resulting in less screen... Monsters, Incorporated CEO, Henry J. Waternoose is always looking for ways to increase screen production.

The big Kid Scavenger at Monsters, Incorporated is a huge hairy monster with four eyes named James P. Sullivan. His friends call him Sulley. Everyone in Monstropolis likes his screens and everyone loves Sulley. His best friend is Mike Wazowski, a fast-talking, one-eyed little green monster who runs the screen equipment and closet doors when Sulley goes on screen missions. Sulley and Mike are celebrities and at the top of their game. But the jobs are

## THE END OF LEVEL INFO SCREEN

When you perform all the challenges in a level, the Info Screen appears.

On the Info Screen you can see:

- Your total screen score  
Score for five mice  
(if you got all five)
- Missing Screens  
Counters collected
- Your total Discovered Screens collected



## THE PAUSE MENU

Press the START button to pause the game and display the Pause Menu. You can see how many Standard Scenarios, including Scenario Conditions, and the current scenario scoring reward on the Pause Menu.



Press the Directional button [↑ / ↓] to select a menu item and press the **(X)** button.

**Resume:**

Return to play.

**Restart:**

Restart the current level.

**Quit:**

Stop playing and return to the Main Menu.

**Options:**

Change sound settings and turn the vibration function ON/OFF. Press the Directional button [← / →] to change a setting.

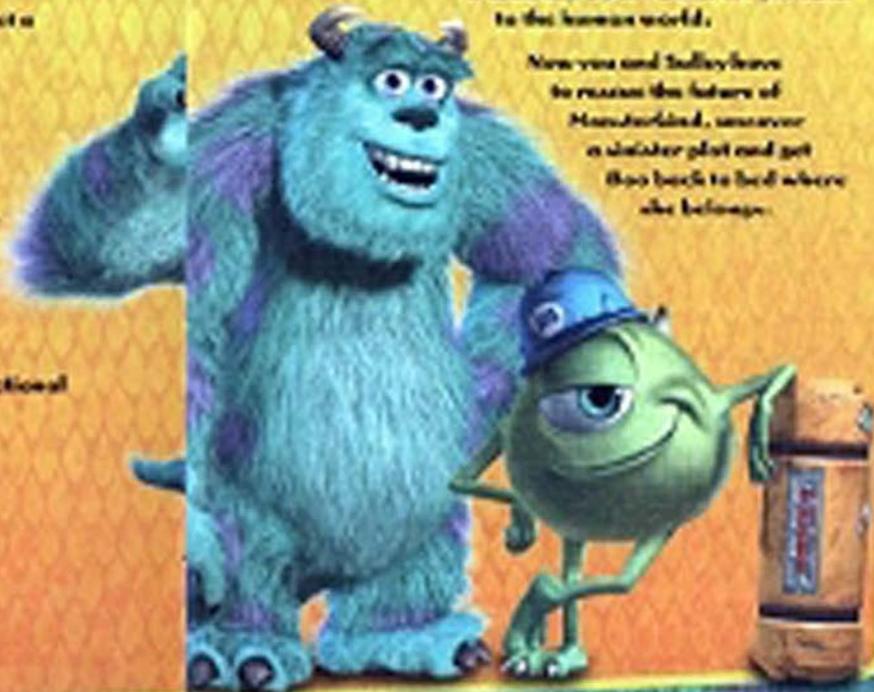
about to be turned. The monsters are about to be scared out of their wits!

One secret that children don't know is that monsters are terrified of them. What gives every monster goose bumps is the risk of direct contact with a human child. Kids, are you? Humans must never cross into the monster world.

Catastrophe strikes when Sulley accidentally lets a tiny little girl named Boo slip through her closet door into Monstropolis. Sulley and Mike's perfect lives come crashing down as they

frantically try to return the girl back to the human world.

Now you and Sulley have to rescue the future of Monstropolis, uncover a sinister plot and get Boo back to bed where she belongs.



## THE MAIN MENU

Start a new game, set options or enjoy some extra fun. Press the Directional button [↑ / ↓] to highlight an item and press the **X** button.

## PLAY GAME

### New Game

Start a new Disney/Pixar's MONSTERS, INC. game from the beginning.

### Continue

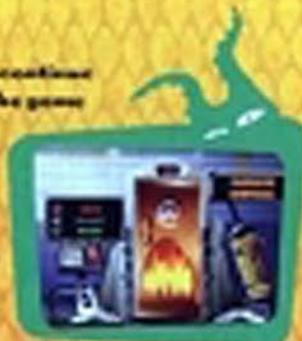
Continue playing a saved game.

### Select Player

Select a different saved game to continue playing. Select the file name of the game you want to continue and press the **X** button.

### Level Select

Revisit Levels and Bonus Levels you have previously completed. Levels you have not completed are locked.



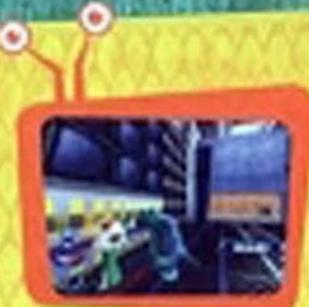
1. Highlight LEVELS or BONUSES and press the **B** button.

2. Press the Directional button [←/→] to select a level. Press the **B** button to view saving information for the selected level. To enter the level, press the **X** button.

On the Level or Bonus Select screen, press the **B** button to view your information for any level or bonus you have selected.

## SWITCHES

To activate switches, move them with a press of the **B** button.



## BONUS LEVELS

Screws are your ticket to unlocking a Bonus Level. Collect enough discarded screws to see if you can unlock all five Bonus Levels!

